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Constricting Cubes Download 2gb Ram



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## About This Game

Destroy the cubes before they constrict to crush you in this 3D and VR capable casual puzzler. Designed with Virtual Reality in mind, but VR is not a requirement. It can be controlled with a Mouse, Gamepad, or using the Vive Motion Controllers. All modes support a 3D match-3 style puzzle experience where the cubes will constrict on you over time. A ping pong style game mode is also supported for those with Motion Controllers.

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Title: Constricting Cubes  
Genre: Action, Casual, Indie, Strategy  
Developer:  
D.W.S.  
Publisher:  
D.W.S.  
Release Date: 7 Nov, 2016

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**Minimum:**

Requires a 64-bit processor and operating system

**OS:** 64-Bit OS Required, Windows Vista 64 Bit or Newer

**Processor:** Dual Core Processor

**Memory:** 4 GB RAM

**Graphics:** DX11 GPU with 1GB VRAM: NVidia GTX 460/ AMD Radeon 5850

**DirectX:** Version 11

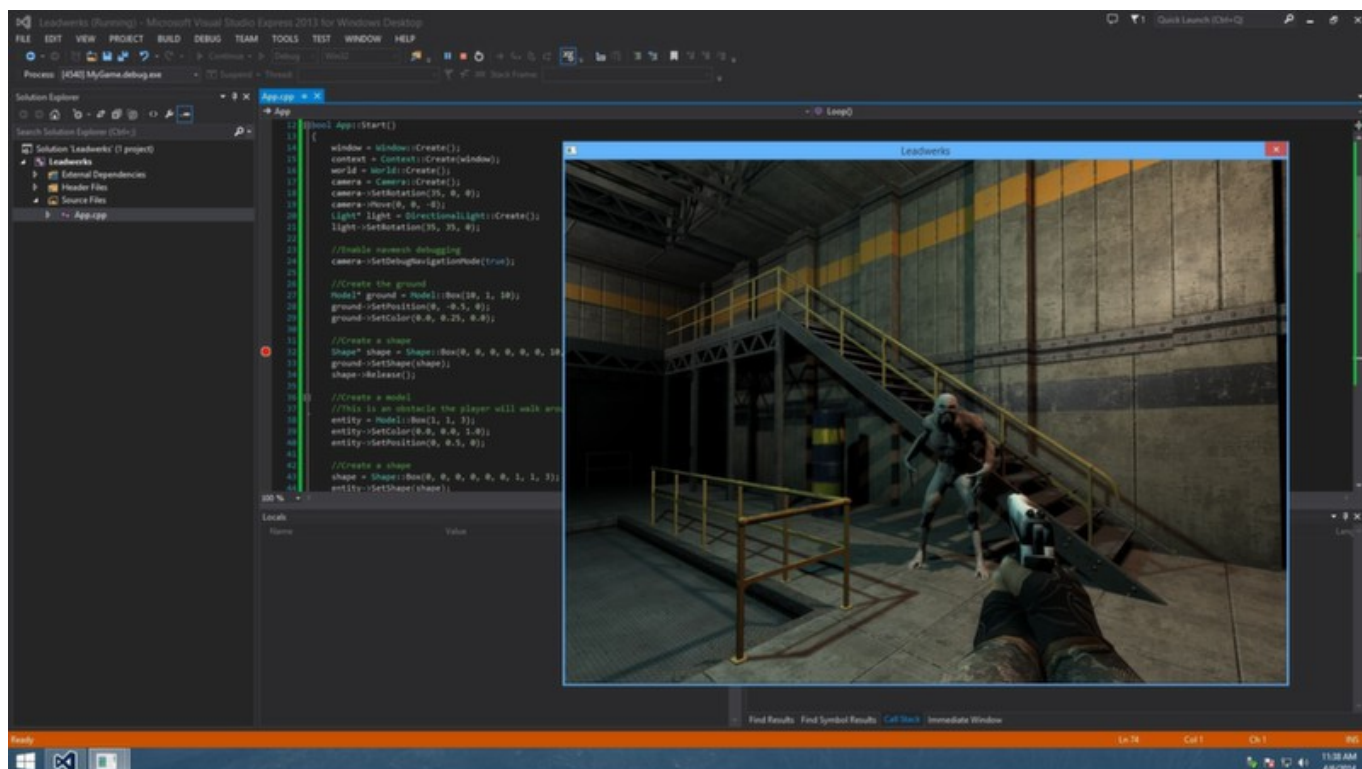
**Storage:** 600 MB available space

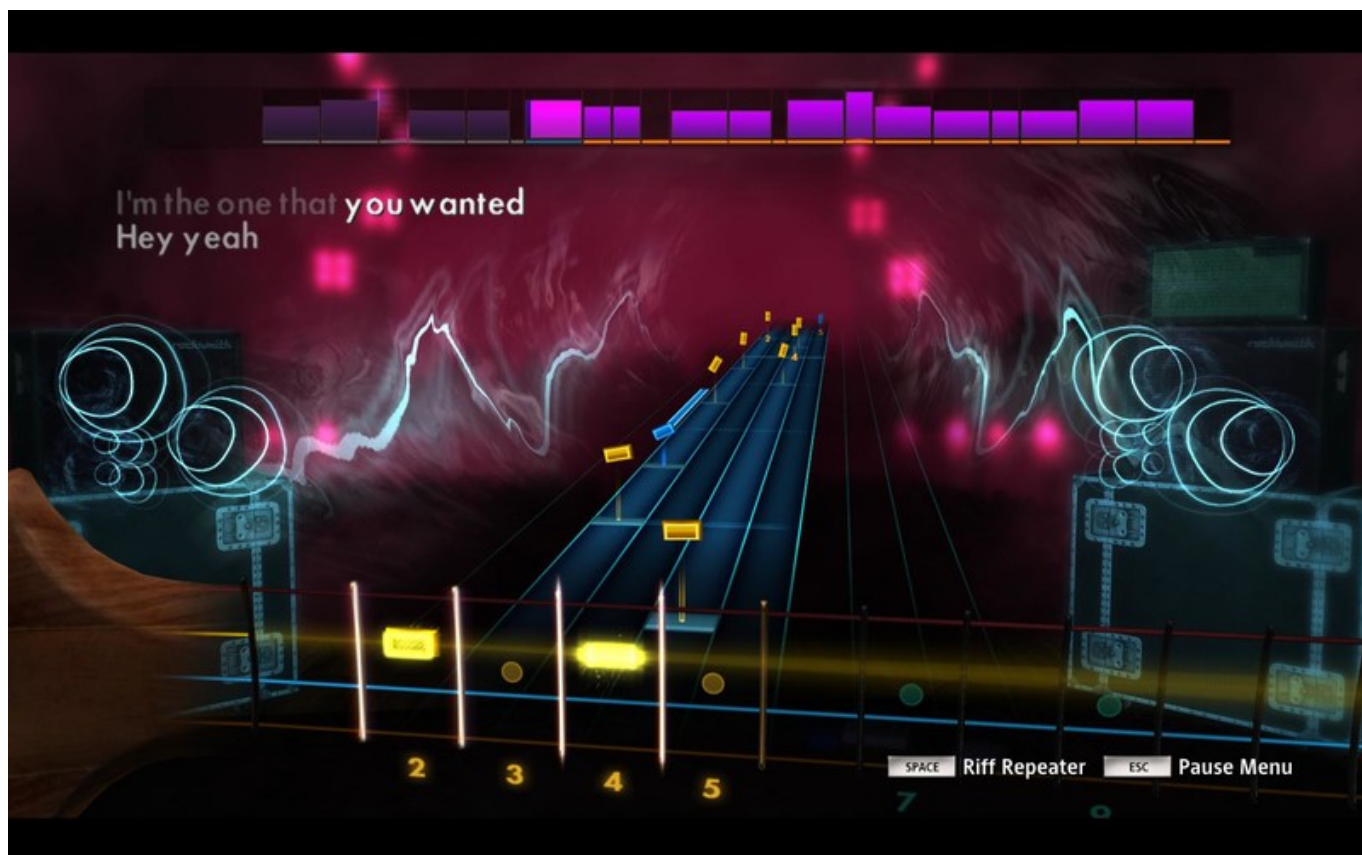
English,French,German,Japanese,Korean,Russian,Simplified Chinese

Jump back



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A B C D E F G. I live and breathe this game ...

The combat in this game is so great, they could release it without the story and I would still buy it and enjoy it greatly. I've spent countless hours killing orcs for absolutely no reason.

(That controversy surrounding loot boxes was blown out of proportion BTW, they were obsolete right from the beginning and used to contain the same kind of loot that was available just by killing orcs.). Love the game, but wish they would finish it. i feel like its a dropped project. still will recommend this if you want a couple hours of fun.. An enjoyable and to-the-point FPS that I will recommend to every shooter fan looking for a straight-forward gameplay. Was skeptical about the game at first but my curiosity got the better of me and bought it to try it out. If you want my full review with gameplay, then check the link:

<https://youtu.be/Yj6VRs7uUkE>

[What made it a worth playing game for me:](#)

[1. Smooth gameplay](#)

[2. Cool main menu theme music](#)

[3. Controller Support](#)

[4. Massive Maps](#)

[5. Huge levels](#)

[6. Compact mission objectives with mini in-game objectives](#)

[A decent game well-worth the money, capable of keeping you busy and entertained for a couple of hours. Something you can come back to for many times. Will keep a lookout for more games from the devs. Recommended.. It's a good start. I hope to see more from Calebula Studios. I'm typically more of an RPG, guns and magic kind of gamer. Every now and then you just can't beat a good game of basketball and thought that I would give it a try. The physics aspect is working well. The gameplay is intuitive. I mean, its basketball. It will be interesting to see what updates will bring. Maybe consider adding more arcade type or mini games? Regardless, keep after it and I look forward to future updates.. Nice couple of 3d vehicles and even a decent Mars landscape. That unfortunately is the end of the positives. This is a horribly produced educational game disguised as an adventure whose sole purpose seems to be getting you to solve 3 rather simplistic division exercises. Its meant to teach the basics of triangulation as well I suppose but the interface is so horrible that getting anything to work is more luck than judgement so I would be suprised if many happy teens take that lesson home from playschool.](#)

[The interface may work on a tablet or other touchscreen device I cant comment as I played the Linux version. On my version you can turn about 20 degrees left or right before your mouse pointer comes to the edge of the window and you stop turning. This leaves you walking backwards to most places as you cant turn around.](#)

[In summary nice graphics shame about the game.. Garbage fire. It's hard to not recommend a game when it's only a dollar, but I don't recommend it. It's like guitar hero with one ♥♥♥♥♥♥ music track](#)

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Best single player game outside of Total War Series. Here's answers to the questions I had when I bought this:

The game is not as good as Double Dragon 2 from any point of view. The graphics are weaker, the level design is weaker, the mechanics are weaker. It's all worse. It's more like a fan game.

Although the game looks and plays like Double Dragon 2 for NES, some mechanics have changed. The punch button and kick buttons are the same regardless of direction. The kick is forwards. The jump was made very floaty. The knee and mid-air spinkick are now easily executed with a single button. (You can even chain flying knees together forever with zero difficulty). There are also some other additional moves that have been added.

I was able to finish the entire game in 60 minutes. I paid \$5 for it half off and I feel I got about that much enjoyment out of it. If you loved Double Dragon 2 and want more and don't mind the quality dip then pick it up. It's familiar enough.

Alt-Enter will fullscreen it. Press left/right on main menu to choose english. Press enter on the play option for mission select..  
DO NOT BUY !

This game is currently abandoned and isn't in any kind of working condition anymore.

The list of bugs and broken things is really too long to write here.

Currently you cannot improve your " towers " anymore, I reported that 3 MONTHS ago and there isn't a single reply from the dev.

DO NOT BUY !. wasn't expecting too much ... the game is really surprising ..  
playing with friends u have just a bit of everything cool puzzle solving for loot & money, plenty of zombies + bosses .  
a full coop campaign + some nice other mods .

in my opinion they could add some more weapons or other kind of upgrades cause in a certain point money become useless.

. Do you remember enjoying or playing the old classic MISSILE COMMAND?!

..If you loved old school Missile Command like I did, then read no further, just go buy this little gem NOW!

I love, love, love this remake of the old classic city protection hit and this game made my new series I call "ZIG: Zaxtors Indie Gold" and earned it my rare "Must Buy!" recommendation!

Watch my "First Play on Launch Day" Zaxtors Indie Gold video right HERE:

<https://www.youtube.com/watch?v=4-Vq9-a31FY>

[Impressive and amazing first game for the single developer going under the name "Digital Software" and I look forward to seeing what he comes out with next after playing this amazing little indie gem!](#)

[Meteorite Defense Command will bring back familiar nostalgia of old school Missile Command with exciting game mechanics with solid controls, eye pleasing but simple graphics, and super addictive gameplay! It scored a very impressive 96% using my unique scoring system and is HIGHLY RECOMMENDED.. even if you've never even heard of "Missile Command"! Absolute dog of a game. It's like a cheap mobile game. The 'campaign' is the same battle over and over. The ships are really boring, and even if one of them was unique, you can sink it again and again, or own 4. Combat drags on forever. Graphics weren't very good for 2009, and haven't aged well.](#)

[Edit: While this game is still an absolute DO NOT BUY, I recommend checking out the developer's latest series which are all titled 'Clad in Iron...' They are much improved in all respects, and the price is quite reasonable.. There's no multiplayer either offline or online so it's strictly a one-player affair, and there's not even any AI cars on the road, but if time attacking is your thing, then this game delivers. With the recent patches smoothing out the experience even more, the price-to-quality ratio is definitely high on the positive.](#)

[All the tracks are point-to-point affairs in rally-like environments, so there's a lot of corners to navigate as can be expected. The courses are the star of the game, they're fun to drive and each has its own "personality". On a slightly negative note, all of them](#)



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are fairly short, each taking only about a minute or so to run through. But it might take many, many attempts before you do beat them in the allotted time.

As a big of time attacking, Classic Racers scratches that itch very nicely. The developer also is very active and receptive to player comments.

Personal wishlist:

- Some longer tracks

- Ghosts

- Separation of leaderboards by car class

- Being able to see which car was used in leaderboard entries. I'll be honest: I really, REALLY want to like this visual novel. Unfortunately, even after I completed the canon route (took ~4.5 hours from zero to reach 100% completion on my end), I couldn't help but to feel the entire experience is more underwhelming than I had expected it to be. To highlight:

The could-be-improved:

- The premise is interesting, but unfortunately, the execution itself suffer from pacing and underdevelopment issues. While Ciel's and the canon route flow quite well, Julie's route and the final parts of the canon route feel very rushed. The climax of the canon route also feels...well, anticlimatic, leaving a certain sense of lack of closure/satisfaction. The supposed romance also feels abrupt/shoved, and the heroines' story is underdeveloped as we only hear what their story is from they told Arthur, not from their line of thought/point of view. At least the story itself doesn't add unnecessary padding/filler.
- Underwhelming action sequences for the most part, likely due to the visual presentation. I actually hoped that they would have their own unique event CGs, or at least have character sprites for the mob characters/enemies. Furthermore, considering Ren'Py engine's ATL capability, they could've put more use on the feature to make the action sequences feel more lively.
- Messy scene composition outside of event CGs. This is *personal preference as a hobbyist artist, but I feel that the otherwise stellar visual assets are diminished by how some of the background depicting location/time is just slapped together with character sprites without taking note of aspects such as the horizon, resulting in awkward placement.*
- Abrupt transitions between certain scenes, somewhat ruining the pacing as well.
- Typos, albeit minor.
- Accuracy aside (which I cannot comment on because I don't have much knowledge on it), the bits about weaponry as such could probably be framed in better manner than expository-style that makes it look like the writer is blatantly showing off their knowledge on the matter xD;. Personal preference, though.

The good:

- Regardless of my complaint about the scene composition above, I agree with everyone else that the visual aspect of this VN is top-notch...
- ...as is the soundtrack.
- Underdevelopment aside, the characters don't feel flat and managed to pick my interest as characters instead of mere "types", which is good. Personally like Ciel's route due to the constant jabs the characters throw at each other.
- The "sleeping darts" running gag is darkly hilarious. Sorry, Arthur. This is -not- to say the visual novel itself is bad; there is no doubt it is stellar in terms of graphics and soundtrack. Rather, some things (especially execution of the story) are just not my cup of tea, and others may actually find it enjoyable. As such, I still recommend people to give it a try regardless of my personal experience on this.. \u2764 Audience \u2764



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[\u2611 Beginner](#)  
[\u2611 Casual Gamer](#)  
[\u2610 Normal Gamer](#)  
[\u2610 Expert](#)

[\u263c Graphics \u263c](#)  
[\u2610 Bad](#)  
[\u2610 Alright](#)  
[\u2611 Good](#)  
[\u2610 Beautiful](#)  
[\u2610 Fantastic](#)

[\u266c Music \u266c](#)  
[\u2610 Bad](#)  
[\u2610 Alright](#)  
[\u2611 Good](#)  
[\u2610 Beautiful](#)  
[\u2610 Fantastic](#)

[\u2620 Difficulty \u2620](#)  
[\u2611 Easy](#)  
[\u2611 Average](#)  
[\u2610 Easy to learn \u2219 Hard to master](#)  
[\u2610 Hard](#)  
[\u2610 Unfair](#)

[\u00a7 Bugs \u00a7](#)  
[\u2610 Bugs destroy the game](#)  
[\u2610 Lots of bugs](#)  
[\u2610 Few Bugs](#)  
[\u2610 You can use them for speedrun](#)  
[\u2611 Nothing encountered](#)

[\u262f Story \u262f](#)  
[\u2611 There is none](#)  
[\u2610 Bad](#)  
[\u2610 Alright](#)  
[\u2610 Good](#)  
[\u2610 Fantastic](#)

[\u2694 Gameplay \u2694](#)  
[\u2610 Frustrating](#)  
[\u2610 Sleepy](#)  
[\u2610 Boring](#)  
[\u2611 Fun](#)  
[\u2610 Challenging](#)

[\u06de Game time \u2219 Length \u06de](#)  
[\u2611 Really short \(0 - 3 hours\)](#)  
[\u2610 Short \(4 - 8 hours\)](#)  
[\u2610 Few hours \(10 - 20 hours\) \[if you focus on the main story\]](#)  
[\u2610 Long \(40-60 hours\) \[if you complete everything\]](#)  
[\u2610 Very Long \(61-100 hours\)](#)  
[\u2610 Extremely Long \(101+ hours\)](#)

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*\$ Price \ / Quality \$*

*\u2611 Full price*

*\u2611 Wait for Sale*

*\u2610 Don't buy*

*\u2610 Refund it if you can. Pros: Cool idea. Good tension. Stealth rules are clear.*

*Cons: Unavoidable deaths. Missions are too long for how easy it is to fail. Ugly graphics.*

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